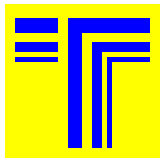

Trucut

Mount Cutting Table Control Software

User Manual

GUI V6.xx
DLL V4.xx

2002

Trucut Technology Ltd.

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Installation onto Windows 95

The program is supplied on a single 3½" disk containing the Trucut folder and initialization file:

TRUCUT	Directory
TRUCUT.INI	Initialisation file

Instalation is carried out:

Switch on the computer and wait until Windows 95 has started up.
Click on **Start**.
Click on **Programs** at top of column.
Click on **Windows Explorer** at bottom of right-hand column.
Place the Trucut 3½" disk into the A drive.
In the left-hand column, find **3½ Floppy (A:).** - You may need to click the up arrow to find it. Under it will be **(C:)** - you will need this later.
Click on **3½ Floppy (A:)** - Anywhere on the wording.
A list of the files on the **A:** disk will be displayed in the right-hand column, as shown below -

Trucut

Trucut

Point the arrow onto the top **Trucut**, and then hold the left-hand mouse button down.
With the mouse button held down, move the mouse, and watch the **Trucut** move. Place the **Trucut** on top of **(C:)** in the left column - release the mouse button.

A graphic will then show the files being moved from the A: disk to the C: disk.
When completed use the down arrow to look down the list of programs, and a new file Trucut will be showing. Further down the list in alphabetical order will be the file Windows.
Click and hold down on the second **Trucut** in the A: column.
Move the mouse, until **Trucut** moves and place it on top of the word **Windows** in the left column. Release the mouse button.
Remove the disk from the **A:** drive.

If the **Exploring Window** takes up the whole screen, then click on the icon at the top right of the screen, this will reduce the size of the window and expose some of the usually blue background, which is needed for the next operation.

In the left-hand column, click on the file **Trucut**.
The right column will show a list of the **Contents of Trucut**. One of these will be a icon in blue and yellow named Trucut.
Click and hold the button on this icon, and drag it off the exploring window and onto the background.
Release the mouse. The icon will increase its size and add the words **Shortcut to Trucut.**
Shut down **Windows Explorer**, by clicking on the in the top right of the window. Click and hold on the **Shortcut to Trucut** icon and move it to a neat place on the screen. Release the button, move to a blank place on the screen and click. This will release the **Trucut** icon.

This has now installed **Trucut Windows** onto your computer.

To begin the program, double click on the **Shortcut to Trucut** icon and the first window of **Trucut** will appear.

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Installation of program onto Windows 3.1

Start Windows 3.1 or 3.11
Screen shows **Program Manager** - double click
Click on **File**
Click on **New**
Select **Program Group** - click **OK**
In Description - type Trucut, tab
In Group file - type Trucut, tab
Click on **OK**
Trucut window is displayed
Double click **Main**
Double click **File Manager**
Insert disk in **A:** drive
Click on **A:** Icon and Trucut
Trucut.ini
Click and hold mouse button on Trucut
Move the mouse, see the **Trucut** move - place it over the **C:** icon.
Release the mouse button
Answer the question - Are you sure?- Yes.
Copying will proceed
When complete - click on **C:** icon
Find Windows in left hand column, and click on it.
Click on **A:** icon
Click and hold mouse button on Trucut.ini
Move the mouse, place Trucut.ini over the **C:** icon
Release the mouse button
Answer the question - Are you sure? - Yes.
Copying will proceed and complete in an instant.
Click on **C:** icon
Click on the word **Trucut** in left hand column - all the files of Trucut are listed in the right hand column.
Use the down arrow and find the file **Trucut.exe**.
Double click on **Program Manager - Main Window** shows
Close this window - double click minus sign top left.
Trucut window is displayed, **File Manager** is in the background.

Click anywhere on the File Manager window, which brings it to the fore, with Trucut window in the background.
Click and hold on Trucut.exe, and move the mouse. Note that the file icon will move, place it into the Trucut Window, and release the mouse button. Close the File Manager window - double click the minus, top left. The Trucut program is now installed.

At start up the screen will show the Program Manager icon.
Double click on it, and the Trucut window will appear with the Trucut icon.
Double click the Trucut icon.

Start up procedure - i.e. Initialise

At start up an **Initialise Machine** window appears, the normal response is to click on **OK**. The machine will move to position, and report back. This should be

Tangential	0
X	0
Y	0

OK

Click on **OK** to re-show the **Initialise Machine** window, and then click on **Cancel**. However, if the numbers reported back were not 0,0,0, (or thereabouts), then it is as well to reinitialise by clicking **OK.** When satisfied that the numbers are 0,0,0, or near enough (e.g. 0, 1, -1) click **OK** and then **Cancel**.

Icons & Pull down menus

The first Window displays a row of pull down menus and a row of icons. In most cases the icons are repeats of the menu functions.

Icons

Starting from the left side -

New - is the icon to begin a new mat.

Load File - allows a pre-saved mat or sheet to be loaded.

Save File - allows a mat or sheet to be saved in memory.

Sheet Layout - goes into the sheet layout routine.

Rectangular Array - goes into the rectangular array routine.

Catalog - allows entry to a catalogue of pre-saved mats.

DXF to ODF conversion.

Initialise machine - as described in 'Start up procedure.'

Change blade - enters the routine to change the cutting blades.

Jog machine - allows use of the manual control box.

Help - no help available yet.

Exit program - goes into the exit routine.

Pull down menus

File - allows New, Load and Save, as a repeat of the first three Icons, plus Save As and Create Std, which will save a mat to the catalogue. Std directory lists all the directories plus Exit.

Design - allows new design of a sheet, or a rectangular array, or entry to the catalogue. It is a repeat of Icons 4,5, & 6.

Convert - repeat of Icon number 7.

Machine - repeat of Icons 8, 9, 10.

Set-up - allows entry to all the settings of the machine, and is dealt with fully on Page 19.

Help - no help available yet.

Use of Machine

Measurement to which mats may be cut is available in three different scales.

1. inches
2. millimetres
3. centimetres

For information on how to change them, refer to Set-up, page 19.

For the purposes of this document, millimetres has been chosen as the scale of measurement to demonstrate.

1. Produce a rectangular mat with a rectangular opening

Click on the icon **New**.

If mat data is in the program, and has not yet been saved you will be asked if you wish to save it now. Usually answer No to this question. If no data is yet present then the program will proceed to the next stage.

The **Mat Width** box, is now live. Type in a number e.g. 250 and press the tab key

The **Mat Height** box is now live. Type in a number e.g. 350 and press tab. The outside dimension of your mat is displayed, coloured blue, to signify that this is a vertical cut mat. However if the machine is a Trucut Elan this line will be coloured red to signify a bevelled cut, as there is not a vertical cut on an Elan

Press tab.

The **Opening Width** box is now live. Type in a number e.g. 150 and press tab.
The **Opening Height** box is now live. Type in a number e.g. 250, tab and the opening is displayed coloured red to signify a bevelled cut.

2. Produce a rectangular mat with a non rectangular opening.

Having produced the mat as described above, and with the display showing, click on the arrow next to the word **Rectangular**.

An **Aperture Catalogue** display page opens, giving nine choices of openings. Double click on any one to produce the opening you wish to cut.

Position 1 is the word **None**. Double click on this to produce a mat with no opening.

Position 2 is an ellipse. Double click on this to produce a mat with an elliptical opening.

Position 3 shows an animation to symbolise the User Design Choice. See page for further details into this type of opening.

Positions 4 to 9 all show various shapes or corner details. Click on page 2 to open another **Aperture Catalogue** display page with a further nine choices. Click on page 3 for further choices. in future versions of software more choices may be added.

In each case double click the opening of your choice, and it will appear in the mat, the opening width and height having already been set. The sizes of the offsets for the corner designs are worked out by the computer.

It may be, therefore, that although the design of opening you have chosen is the one you want, the sizes of offset on the corners is not correct for you. Let us take as an example an opening with all four corners stepped.

Firstly input the size of the mat. Input a mat width 250 and height 350 as in the previous example. Also set the opening to 150 width and 250 height.

Click the icon next to the word Rectangular and open the display page. Double click on the cho showing four stepped corners. This will now be displayed on the graphic side of the screen.

Next to the word Rectangular, note that the **More** button has changed colour to red, indicating that the rectangular opening has had corner design added to it.

Click on the word **More**.

A Corner Design display opens, set at stepped corners, and showing the dimensions set for the particular step with which we are dealing.
These are 22.5 in X and the same 22.5 in Y.

Swipe the mouse through the X number to turn it blue, then enter a new number eg. 10, press tab and do the same with the Y number. Note that the numbers entered in can be different to give an uneven step, or the same for an equal step. Click on **All**, and the new values will be shown on the graphic side of the screen. Click OK to return to the Untitled Mat page.

This procedure can be performed on any opening shown in the display pages, to tailor an opening to suit yourself.

3. Produce a rectangular mat with designed corners.

It is not essential to use the openings contained in the **Aperture Catalogue** display pages, but you can mix and match the corner designs provided to produce your own design of opening.

Firstly start with the mat used in the previous example ie. width 250, height 350, opening width 150 height 250 and the opening to be a plain rectangle.

Click on the word **More** to open the **Corner Design** box. Click on the word **Style** and a **Corner Catalogue** appears, with the headings **Angled, Rounded, Stepped, Eliptical, Fancy.**

In each page is a choice of corner designs. Click on the one you want, and enter in the sizes you want in the X and Y boxes (note that X is left to right and Y is up and down).

To apply this corner to your opening, in the top of the screen a graphic shows each corner, and in the middle is the word **All**. Click **All** if you wish to apply the corner design to all corners, or choose one or more individual corners for the design.

As an example, if a particular design is applied to the top left and top right corners click on **Style** and another design can be made in the same way and applied to one or both of the remaining corners. Click **OK** to confirm when the opening is designed to your satisfaction.

4. Add a V-groove

So far we have produced three different openings -

a) Plain rectangular
b) Elliptical
c) Designed corners

On any of these designs a V-groove can be added.

With the program on its first window, and the current design displayed, click on the **V-groove** button. Tab twice, until the **Offset # 1** is live. Type in a size e.g. 10, then press tab. There is opportunity to make three V-grooves, however, we will just show one.

In **Shape to Follow** click on the selection box. Three choices are available -

Current shape

Rectangular
Elliptical

Click in turn on each one, and notice that the V-groove, shown by a bright blue line will change its shape as requested. When satisfied with the V-groove, click OK to return to the first window.

5. Nested Mats

This is where a smaller mat can be taken from the fallout of a large mat. On occasions three or even four mats can be produced in this way. The method is to begin with the outside dimensions of the largest mat, then progress from the smallest opening, increasing in size up to the bevel cut of the largest mat.

Following is an example of a nested mat -

Click on the new icon. If the program asks **Save Current Mat Design First?** answer **No**.

The **Mat width** box is live, type in a size e.g. 450, tab, and then type in the mat height 550, tab, and the outer mat appears coloured blue to signify a vertical cut.
Opening # 1 width is now live. Type in a size which is the opening of the smallest mat you require e.g. 100, tab, and a height e.g. 120, tab. This now appears in the centre of the 450 x 550 mat, coloured red to signify a bevel cut.
Click on the word **Next**. The red rectangle goes dull to show it is not live, and **Opening # 2** appears, and **Rectangular** is live in the selection box.

Tab and **Opening Width** is live. Type in a size, which is the outside size of the smallest mat you require e.g. 200, tab, and the height e.g. 220, tab.
Now a second, larger rectangle appears on the screen, coloured red. However, this is the outside of the mat, and is required to be cut with the vertical blade.
Lower down the screen is a **Blade Type** box and the word **Bevel** is showing.
Click on the word **Bevel** and a selection box appears which lists the types of cut available.
Click on the word **Vertical**, which is now showing in the **Blade Type** box.

The **Opening # 2** rectangle has now changed colour to blue to signify a vertical cut.
Click the **Next** button, and **Opening # 3** appears, tab and enter a width size e.g. 350, tab and enter a height size e.g. 450, tab. This has now produced a nested mat, with one

mat coming from the fallout of the larger mat. Experiment for yourself with various sizes, trying to get two or even three mats from the fallout of a larger mat.

6. Mixed opening mats.

This is where a mat has several openings, maybe all differently shaped, set at various positions throughout the mat.

Following is an example of mixed opening mats -
Click on the **New** icon. If the program asks **Save Current Mat Design** first, answer **No**.
The **Mat Width** box is live, type in a size e.g. 450, tab, and then type in the mat height e.g. 550, tab and the outer mat appears coloured blue to signify a vertical cut.

Opening # 1 width is now live.
Type in a size which is the width of the opening required, e.g. 80, tab then type in a height e.g. 100, tab.

This now appears in the centre of the 450 x 550 mat, coloured red to signify a bevel cut.
Notice that the words and boxes for **Left/X**, **Right**, **Btm/Y** and **Top** are dulled out and not live.
Under each column is the expression **Centred in X** and **Centred in Y**.
Click anywhere on the words Centred in X.
The disappears and the **Left/X** and **Right** words and size boxes become live.
The sizes in these boxes should be 185 in both.
Double click inside the **Right** size box. The colour turns to blue and the box becomes live.
Type in a size e.g. 25 and tab.
The opening immediately moves to its new position, 25 mm from the right hand side of the mat.
Now click anywhere on the words **Centred in Y**. The disappears and the **Btm/Y** and **Top** words and size boxes become live.
The sizes in these boxes should be 225 in both.
Double click inside the Top Size box. The colour turns blue, and the box becomes live.
Type in a size e.g. 25 and tab.
The **Opening # 1** immediately moves to its new position 25 mm from the top of the mat.
Click the **Next** button. **Opening # 2 Rectangular** is live. Tab, and enter a width e.g. 120 and height e.g. 140 tab after each.
Change the opening from **Rectangular** to **Elliptical** as described earlier in Use of Machine section 2 (page 10)

In this case we will leave **Opening # 2** in the centre in X direction, so click anywhere on the words **Centred in Y** . In the **Top** size box type in 25, tab.
Click the **Next** button. **Opening # 3 Rectangular** is live, tab and type in width 80, height 100.
Click on **Centred in X** and type 25 in the **Left** size box, tab.
Click on **Centred in Y** type 25 in the **Top** size box.
Click the **Next** button. **Opening # 4 Rectangular** is live. Tab and type in width 300, height 200.
Leave it in the centre in X, but in Y move the **Btm** size box to 150.

Click the **More** button and add designed corners, e.g. **Rounded** corners, at 25 radius with 10 step in X and Y to All corners.
Click OK in the **Corner design** window.
Add a V-groove, which can be rectangular.
Click on **OK** in the V-groove window.
Click on **Next**. **Opening # 5 Rectangular** is now live.
Enter a size of width 180, height 50, and position it at **Left** 25 **Btm** 50.
Click **Next**. **Opening # 6 Rectangular** is live.
Enter a size of width 180, height 50 and position it at **Right** 25 **Btm** 50.
This completes the example of a mixed opening mat.

Sheet Details

Once the mat has been produced as in the examples given in the previous chapters, and is displayed on screen, the next step is to click on the button named **Sheet**.
Note that in Windows 95 this button may be obscured by the **Start** bar. If this is the case, place the arrow at the top of the **Start** bar until it turns to and move the arrow down. This will hide the **Start** bar, and reveal the **Sheet** button.

Click on the **Sheet** button, and the window changes to **Untitled Sheet** window.
On the top line, the **Type** box will show **Single Mat**. Click on the arrow in this box and a selection box will display the following

Single Mat
Rectangular Array of Mat
Automatically fill with Mat
Mixed Mats

We will consider each of these in turn:

1. Single Mat

Click anywhere on the words **Single Mat**. The selection box disappears and **Single Mat** is displayed in the **Type** box. All other question boxes are not live, except **Rotation** (degrees) where the single mat can be rotated through 0°, 90°, 180° or 270°, and the two bottom buttons **Mat** and **Cut Menu** (early versions only display **Cut**.)

The **Mat** button takes you back to the first window, and is not needed whilst in **Single Mat**.

The **Cut Menu** button takes us to the next window which is titled **Cut Sheet**. This window will be dealt with later, and if you do click on **Cut Menu**, then click on **X Exit** (same position), to return to the **Untitled Sheet window**.

2. Rectangular Array of Mat.

Reveal the selection box by clicking on the in the **Type** box, as described above. Click anywhere on the words **Rectangular Array of Mat.**
The selection box disappears and **Rectangular Array of Mat** is displayed in the **Type** box.
Double click in the **No. in X** box, which becomes live. Type in a number e.g. 3 and tab. The display immediately shows three mats in X direction.
No. in Y box is live, type in a number e.g. 2 and tab. The display immediately shows three mats in X and two mats in Y.

The numeric display shows the numbers in X and Y and the **Total Mats on Sheet**. Above this, displayed in dull type is the total size of sheet required to cut these mats.
Note that no limit is placed on the numbers you may input. For example enter a mat 300 x 400, opening 200 x 300.
Click on **Sheet** choose **Rectangular Array of Mat** and enter 10 in X and 10 in Y.
This will display on the screen and a sheet size of 3040 x 4040 is required. However the Trucut Alpha machine will not allow an attempt to cut a sheet this size.

3. Automatically fill with Mat.

Reveal the selection box as described earlier and click anywhere on **Automatically fill with Mat.**
The type box displays **Automatically fill with Mat**. Double click on the **Width** box, which becomes live.
Type in the width of your sheet e.g. 1120 and tab, then **Height** box becomes live. Type in the height of your sheet e.g. 816 and tab. The display shows the sheet as a Yellow outline, with the mats set out as economically as possible.

4. Mixed Mats.

As previously, reveal the selection box, and click on **Mixed Mats**. This process is fairly involved, and requires practice. It is recommended not to use this option until you are well acquainted with the rest of the program.

Prior to using **Mixed Mats**, a number of different single mats are produced, each one being committed to memory for use later.

Having chosen **Mixed Mats** the lower half of the window is live. Click on **Browse** and a list of the mats in memory is displayed. Click on a chosen mat. Click **OK**. The mat is now displayed. Note that in the numeric display **Mat #1** and the File name are displayed. Click on to go to **Mat #2**.
Click on **Browse** and choose another (or the same) mat file. Click **OK**. This will be displayed on top of **Mat #1**. Double click in the **Left/X** box, which becomes live and type in a size e.g. 200 (mm), tab.
Mat #2 moves to a new position. Type in positions in the **Left/X** box and **Btm/Y** box until **Mat #3** and repeat this procedure as many times as are necessary to fill a sheet. Note that when is clicked the size of sheet required is displayed in the **Width** and **Height** box.

Cut Menu

Having formed the Sheet or Mat that we require to cut, we now move on to the **Cut Menu**.
Click on the **Cut Menu** (or **Cut**) button at the bottom of the **Untitled Sheet** window. This takes us into the **Cut Sheet window**.
This window is divided into four sections.
The first gives a **Cut From** choice of front or back. The normal way is to cut from the front. This means the sheet of mat board should be loaded on the cutting machine with the face of the board uppermost.
If **Cut from Back** is chosen then the mat board must be loaded face down.
The second choice is **Outside cuts**. The choices are All, None, Left, Bottom, Right and Top.

For this example we recommend that you produce a mat board with the following data:

Produce a single mat (see section Use of Machine page 9) with a width of 140, height 120, Rectangular opening with a width of 100 height 120.
Click on **Sheet** choose **Automatically fill with Mat** and enter a mat width of 1120 height 815.
Click on **Cut Menu**. The Clamp Border width is set at 10.
To test **Outside Cuts**, notice that of the six choices, five are live, denoted by a tick in the box next to the choice.
Only one is not live. That one is **None**. Click on **None**, notice that all the other ticks disappear, and only **None** is live.
Also note that on the display, all vertical cut lines (blue lines) have disappeared. The use for this choice would be if the machine user chooses to cut the outside edges of the mat by means other than the Trucut Alpha mat cutting machine.

For example a powered guillotine could be used, with a stack of mat boards and all could be cut together. The choice for this is up to the users discretion.
Click on **All** and restore the blue lines.
Note that 45 mats are showing in an array of 9x5.
Click on **Left** which will exclude the left side cut. The mats move left, not utilising the left border cut, and automatically turn through 90°, now showing 48 mats in an array of 8x6.
Note also that the right side blue line, and the yellow edge of board line merge.
Not wishing to cut on the edge of the board, click **Right**, which will exclude the right side cut, and the line changes to yellow.
Click **Bottom** and notice that the mats move down, and exclude the bottom edge cut, but no benefit is gained in terms of more mats, so click **Bottom** again to restore the bottom edge cut and gain the benefit of an accurate edge cut.

The choice is always up to the user, but if you decide to go ahead and cut the mat board with 48 mats, then the accuracy of size and squareness of the sheet must be trusted on the left and right column of mats.

However, click again on **Left** and **Right** and restore these cuts to produce 45 mats. Thus by sacrificing three mats per sheet you gain the accuracy of edge cuts on all mats.

Offset (double) requires a double click in the size box, then a size entering e.g. 5 and tab. However this option is only for use when a double or triple mat is to be produced. Otherwise the size is set at 0 and this choice is to be ignored.

However, it is extremely useful for double mats, especially if the mat has multiple or designed corners, or both. The outside size of the mat is unaffected by this entry, but the inner opening reveals the size e.g. 5 mm on each edge. To test this, produce a mat with multiple or designed corners, or both.
Cut it out with **Offset (double)** set at 0. Replace the mat board sheet and this time set the **Offset (double)** to 5. Repeat the cut and examine the results.

Zone: **Fixed** and **Left**. Neither of these are live in this usage of the program and should be ignored.

The **Exit** button reverts back to the previous window.

The Cut button is the signal for the machine to commence cutting, one click on the Cut button and mat cutting starts, always ensure that the cutting area is clear, and no one is standing near or leaning on the machine when the Cut button is clicked.

Set-up

Earlier in this booklet Icons & Pull down menus were listed. Of the menus, the most important, and most involved is the Set-up menu, which determines all the working parameters of the Trucut Alpha.

Click on the words **Set-up**. A menu drops down with the following choices:

Machine
Speed
Delta
Tool
Tangential
Line extensions
Arc extensions
Polyline extensions
Load Machine File
Save Machine File
Save Machine File As
Start-Up File
Start-Up Directories

Firstly check that the bottom choice - **Start-Up Directories** is set correctly for your machine. Click on **Start-Up Directories** and a list of directories is displayed, which should display the following pattern:

Main Directory	**C\:trucut**
Sheet File Directory	**C\:trucut\lay**
Mat File Directory	**C\:trucut\mat**
Machine File Directory	**C\:trucut\mcs**
Catalog Directory	**C\trucut\std**
User Design Directory	**C\:trucut\user**
DXF File Directory	**C\:trucut\scan**

Next, check that the second from bottom choice - Start-Up File is set correctly for your machine. Click on Start-Up File and a list of choices is displayed, which should show the following pattern:

User Name	**Berlyne**
Language	**English**
Start-Up Machine File	**Machine.mcs**
Machine Type	**Alpha Vacuum**
I/O Base Address	**$0300**

Show Extensions
Show Direction Ticks
Initialise Machine on Start up?

Of these directories the **Machine Type** needs setting to your machine. Click on **Alpha Vacuum** (or whatever is displayed in the answer box). A selection box appears, listing the various models of Trucut machine available.

Alpha
Alpha Vacuum
Beta
Beta Vacuum
Duplex
Duplex Vacuum
Elan
Alpha 2
Alpha XL
Delta

Click on the type of machine you have and the answer box will revert to that type. Click on **Save** to retain the machine type.

If a tick is present in the boxes of the other three choices then that box is live.

Show Extensions will cause the line extensions to be displayed in the graphics screen.

Show Direction Ticks will cause a direction arrow to be displayed at the start /finish point of a polyline (scanned) opening.

Initialise Machine on Start up will cause this question to be asked each time the programme is started. It is recommended that this tick is always present on a programme that is linked to a Trucut machine. However if the programme is being used on a PC which is not linked to a Trucut machine then the tick should be turned off.

Click on **Set-Up** and the list mentioned previously will appear. Of these we will deal with each of the following in turn:

Machine
Speed
Delta
Tool
Tangential
Line extensions
Arc Extensions
Polyline Extensions

1. Machine

Click on Machine - and a Set-up Machine window is displayed. The Axis Scale box allows you to choose the following:

O inch O mm O cm

Point the arrow into the circle of your choice and click. Note that the one chosen has a black dot in the circle. As the change is made, for example from millimetres to inches - all the other sizes in the Set-up menus listed above will change immediately. When the correct measurement scale has been chosen, to make it permanent, firstly click **OK**, then click on the **Set-up** menu, then click on **Save Machine File**. This commits the choice to disk memory.

Click on **Set-up**
Click on **Machine**

The other settings on the **Set-up Machine** page are explained as follows, with typical sizes in millimetres displayed.

	X	Y	
Head offset	0	100	Altering these numbers will move the opening within the outside cuts.
Left zero	130	120	Sets the X and Y zero points.
Right zero	0	0	Only applicable to Beta and Elan machines
Axis limit	1400	950	Typical setting for standard machine prevents sheets being cut which are too big for the machine.
Park position	0	0	Sizes inserted here will cause the cutting head to go to that position after initialising.
Left table limit	0		Only applicable to Duplex machine
Clamp border	20		Border width. Clamp models set to 40
Outside shorten	3		Distance from edge of sheet to begin vertical cut

Click **OK** to close the Set-up Machine window.

If any changes have been made to the above details, click **Set-up**, click **Save Machine File** to commit to disk memory.

2 Speed

Click on **Set-up**
Click on **Speed** - Set-up speed window is displayed and shows the following typical details.

Head Down Delay	**0.3**	Time delay in seconds
Head Up Delay	**0.3**	"
Blade Down Delay	**0.3**	"
Blade Up Delay	**0.3**	"
V Groove Fork Delay	**0.05**	"
Cutting Speed	**600**	Millimetres per second
Polyline Speed	**300**	"
Min Ramp Speed	**100**	Steps per second
Max Ramp Speed	**25000**	"
Acceleration	**45000**	"

Click OK to close the Set-up Speeds window. If any changes have been made to the existing details click Set-up, click Save Machine File to commit to disk memory.

3. Delta

Only applies to Delta machine which is not yet issued. This file remains dimmed out unless Delta is chosen in Machine Type.

4. Tool

Click on Set-up
Click on Tool and Tool Calibration window is displayed and shows the following typical details.

Bevel Sizing Offset 0.7
This number is a measurement in millimetres (or inches) to increase the size of the opening to the correct dimension. For thick mat board this measurement may be increased and reduced for thinner board.

Reverse Sizing Offset 0
Usually is set at 0, but is available if required to set the correct
dimension of opening if the mat has been cut Reverse, i.e. with the face side of the mat board down, The number is a measurement in millimetres (or inches).

V Groove Offset **0.04**
A measurement in millimetres (or inches) which will set the width of V-groove. If this size is too large then the V-groove fallout will not release.

Cicle Overrun **20**
A measurement in millimetres (or inches) stating the length the blade will cut past its start point on a circle or ellipse.

Head Lift Min. Move **2**
A measurement in millimetres (or inches) to state the dimension of movement before the head will lift - after the blade has lifted.

Double cut ellipses - if the tick is present in the box, then when cutting a circle or ellipse, the blade will circulate twice, firstly half way through the mat board, then all the way through. Click anywhere on the wording to remove or restore the tick.

Click OK to close the Tool Calibration window. If any changes have been made to the existing details, click Set-up, click Save Machine File to commit to disk memory.

5. Tangential

Click on **Set-up**
Click on **Tangential** and a **Set-up Tangential offsets** box is displayed and shows the following typical details.

Bevel tangential. **30**
The value of this number sets 90° in the corner of the mat, and is altered if hooking is present in the corner. This is the number of steps required to correct the corner. As it takes 4000 steps to turn one revolution, then 10 steps is less than 1 degree. It is therefore recommended to change this number in steps of 10. To turn the blade clockwise, the number of steps is reduced. To turn the blade anticlockwise the number of steps is increased. Note also that the number can go negative.

Vertical tangential **-20**
This number does the same function as above, but on the Vertical Head, to correct a cut which is not straight at the start. Details as for the Bevel Head apply as above.

Reverse tangential **80**
This number does the same function as above, but on the Bevel Head when cutting in the Reverse mode, with the mat board face down. Details as for the Bevel Head apply as above.

V groove outer tangential **50**

This number does the same function as the Bevel tangential, but when cutting the outer edge of a v-groove. If any hooking is present on the v-groove corner it may be corrected by this setting.

V groove inner tangential 30
Similar to the above setting, it allows any corner hooking to be corrected on the inner edge of a v-groove. As with all the settings in this section, an increase in this number turns the blade anticlockwise and a decrease in this number turns the blade clockwise.

Bevel circular 10
This number again obeys all the details as set out above for the Bevel Head, but this controls the join up on a circle or ellipse.

Vertical circular 10
This number again obeys all the details as set out above, but it controls the join up on a cicle or ellipse when cutting with the vertical blade.

Reverse circular 10
Controls the join up on a circle or ellipse when cutting in the Reverse mode.

V groove outer circular 10
Controls the join up on a circular or elliptical V groove, the Bevel Head cutting the outer edge of the V groove.

V groove inner circular 10
Controls the join up on a circular or elliptical V groove, the Bevel Head cutting the inner edge of the V groove.

Click **OK** to close the **Set-up Tangential offsets** window. If any changes have been made to the existing details, click **Set-up** click Save Machine File to commit to disk memory.

6. Line Extensions

Click on **Set-up**
Click on **Line extensions** and Line Extensions window is displayed. The various settings within this page each control one element which combine to produce a perfect mat, with overcutting etc. down to the minimum. The numbers are all measurements in millimetres (or inches)

Bevel Cut (turn Right)

This describes a normal cut for a plain rectangular mat. The openingis cut in a clockwise direction, and so at each corner the blade will turn right. The Start of the cut can be extended by increasing the number, or reduced by decreasing the number, which can also be a negative number. Similarly the End of the cut can also be extended or reduced by increasing or decreasing the number. This method applies to all the elements of this page, and a description of each follows.

Reverse Cut (turn Right)
This applies to a cut which is made with the mat board face down. A turn right cut is made in the inner corner of a stepped corner.

V Groove (turn Right)
Also known as the outside cut of the V-groove, it is exactly like a Bevel Cut, but the V-groove fork is inserted to limit the depth of the cut and prevent it cutting through the mat board.

Vertical Cut (turn Right)
The vertical blade is used to size the mats after cutting the openings, It is usual to allow a small overcut to ensure that the cut mat releases freely.

Bevel Cut (turn Left)
This applies to a cut which is made with the mat board face up. A t urn left cut is made in the inner corner of a stepped corner.

Reverse Cut (turn Left)
This describes a normal cut for a plain rectangular mat which is being cut in the Reverse Cut mode, i.e. with the face of the mat board down. The opening is cut in an anticlockwise direction and so at each corner the blade will turn left.

V-Groove (turn Left)
Also known as the inside cut of the V-groove. A V-groove is cut firstly with the outside cut, in a clockwise direction, turning right at the corners (as described previously). Then the blade lifts, turns through 180°, and proceeds to cut the inside cut in an anticlockwise direction, turning left at each corner.

Vertical Cut (turn Left)
The vertical blade can cut either clockwise or anticlockwise with no difference to the result. In a nested mat, the Vertical cut is made in the anticlockwise direction. An overcut is usually set to allow the cut mat to be released freely.

Click **OK** to close the Line Extensions window. If any changes have been made to the existing details click **Set-up**, Click **Save Machine File** to commit to disk memory.
Some of the elements of Line Extensions are intended only to provide overcuts both at Start and End, and these can all be set comfortably at 2mm on the following:

Reverse Cut (turn Right)
Vertical Cut (turn Right)
Bevel Cut (turn Left)
Vertical Cut (turn Left)

All the remaining elements will need to be set accurately. However it should be noted that **Reverse Cut (turn Right)** and **Reverse Cut (turn Left)** will only come into use if the mat board is to be cut face down.

Also note that **V-Groove (turn Right)** and **V-Groove (turn Left)** will only come into use if a V-groove is being cut, with the mat board face up.

This leaves **Bevel Cut (turn Right)** as the main setting and it is used when cutting a rectangle with the face up.

Click **OK** to close the Line Extensions window. If any changes have been made to the existing details, click **Set-up**, click **Save Machine File** to commit to disk memory.

7. Arc Extensions

Click on **Set-up**
Click on **Arc Extensions**, and Arc Extensions window is displayed.The elements of this window are exactly the same as Line Extensions, and the aim is to provideovercuts on inner corners which are rounded and stepped.

As with line Extensions, certain elements can comfortably be set to 2mm. These are:

Bevel Cut (turn Right)
Reverse Cut (turn Right)
Vertical Cut (turn Right)
Bevel Cut (turn Left)
Reverse Cut (turn Left)
Vertical Cut (turn Left)

Only V-Groove (turn Right) and V-Groove (turn Left) remain and will require accurate setting, although these can normally be left set at 0.

Click **OK** to close the Arc Extensions window. If any changes have been made to the existing details, click **Set-up**, click **Save Machine File** to commit to disk memory.

8. Polyline Extensions

Click on **Set-up**

Click on **Polyline Extensions** and Polyline Extensions window is displayed.This heading is new to version 4 software and is intended to provide overcuts or undercuts to ODF files which have been created via the DXF to ODF converter. The page layout is exactly the same as Line Extensions and also Arc Extensions.The way in which it works is also similar, in that it provides each type of cut with a Start and End number to insert to extend or reduce the length of the cut line.

Although all the types of cut are listed, as yet they are not all available to be used in polyline ODF files. Each cut is described, as follows:

Bevel Cut (turn Right)
A polyline ODF file is cut in a clockwise direction, which is consistent with other cutting files in Trucut. Whenever a corner is to be made, in this case a right turn, the blade will lift, the head turn, the blade re-enter and continue to cut. At this point, to achieve a perfect corner, the cut line can be extended or reduced to suit your particular machine, at both Start and End points.

Reverse Cut (turn Right)
Reverse cutting is not yet available in polyline ODF files. The settings should be left at 0.

V Groove (turn Right)
V Groove cutting is not yet available in polyline ODF file. The settings should be left at 0.

Vertical Cut (turn Right)
Openings may be cut using the vertical head if this is required. The method is the same as with Bevel Cut (turn Right) above and the same instructions can be followed.

Bevel Cut (turn Left)
Whenever a Bevel Cut (turn Left) corner is to be made, the blade will lift, the head turn, the blade re-enter, and the cut continue. However with a left turn corner a large dimension of overcut is required both at the Start and at the End of the cut to cut into the waste centre, to overcut the bevel and allow the centre to fall out. For this reason we recommend a number of up to 2mm to be inserted both at the Start and End of this cut.

Reverse Cut (turn Left)
Not yet avaliable. See Reverse Cut (turn Right) above.

V-Groove (turn Left)
Not yet available. See V-Groove Cut (turn Right) above.

Vertical Cut (turn Left)

Openings may be cut using the vertical head if this is required. The method is the same as with Bevel Cut (turn Left) above and the same instructions can be followed.

Click **OK** to close the Polylines Extensions window. If any changes have been made to the existing details, click **Set-up**, click **Save Machine File** to commit to disk memory.

Click **Set-up** and the menu appears as we have seen previously. Now we will consider the five bottom lines.

Load Machine File
Save Machine File
Save Machine File As
Start-up File
Start-up Directories

Click on **Start-up File**. As noted earlier (see page 20) the Start-up Machine file is **Machine.mcs**. This means that at switch on the file Machine.mcs is automatically loaded, and is the live file for all the settings made in Set-up earlier in this chapter. Click **Save** to exit Start-up file. Click **Set-up** to display the menu.

As directed earlier, if a change to any element is made, click on **Save Machine File**, which clears the menu and saves the new information in "Machine.mcs".

It is possible to set up more than one ".mcs" file for the machine data. If various speeds are required or a different angle blade is needed, then rather than enter into all the elements and change them to suit, they can be set once, then committed to disk memory under a different name.

To do this, firstly set the required elements to the numbers required. Then click on **Save Machine File As**. This will reveal a Save Machine File window, with ".mcs" flashing blue, which means it is live. Enter a new name example "ABC123" and click **OK**. This will memorise the file and clear the window.

To load this new file, either on Start-up or during running the program, click on **Set-up**, click on **Load Machine File**. A Load Machine File window appears, with the various files listed. Click on the required ".mcs" file, then click **OK**. This will load the file and clear the window.

Help

Click on the word **Help** in the pull down menu, which opens a menu. Click on **About** and an **About Trucut** window appears. Two version numbers are displayed which may be needed at some time.

DLL Version :-
GUI Version :-

Also the telephone number and fax number of Trucut Technology Ltd. are displayed. Click **OK** to close the window.

Miscellaneous Features:

This section of the manual deals with various features of the Trucut Alpha which have not been detailed in the previous chapters.

1. Save Data

Data may be stored as a single mat or as a full sheet layout. To save a single mat, produce on screen the mat required, then click on the **Save File** icon . The Save Mat window will appear showing existing mat files. The File Name box is live and already shows ***.mat**. Type in the name you wish to give the mat and **.mat** will automatically be added. Click **OK**. The Save Mat File window disappears and the file name is displayed above the size details of the first window, where previously it said Untitled Mat. The Mat File Directory is located in **C:\trucut\mat** as listed on Page 19, and this will be displayed before the mat name.

It is more normal however to wish to save a full sheet of data, as an automatically filled sheet. To do this, produce an Automatically fill with Mat sheet as described on Page 16. Click on the Save **File icon** and the Save Mat File window appears. The reason for this is that in order to save a sheet (or **.lay** as it is known in this context) the individual mat must first be saved. Therefore follow the same instructions for saving a mat, that is to type in the name of the mat and click **OK**. Now however, the Save Sheet File window is displayed, where the sheet is held in a directory called **C:\trucut\lay** (see Page 19). The same name that you called the .mat is now displayed as a choice for you to call the .lay. If you wish to use the same name, just click **OK**, or if you wish a different name then type it in and click **OK**. The screen reverts to show the drawing of the sheet and the title is now displayed in the title bar.

2. Load Data

Having saved data in either **.mat** form or **.lay** form, it can be recalled as either of these. To load **.mat** directly from start up, or during use of program, ensure that the first window is displayed either directly after Initialise Machine, or click on Mat to bring up the first window.

Click on the **Load File** icon and the Load Mat File window appears. The File Name box is live, showing .mat. Either type in the name of the mat you want or look down the list displayed and click on the name of the mat required. Click **OK**, and the chosen mat will appear on the screen.

To load .lay directly from start up, or during use of the program, again ensure that the first window is displayed and then click on the word **Sheet**. Click on the **Load File** icon and the Load Sheet File window appears. Either type in the name of the sheet you want or look down the list displayed and click on the name of the sheet required. Click **OK** and the chosen sheet will appear on the screen.

3. Catalog

Another way of storing and loading mats can be found under the **Catalog** icon , but note only mats can be stored in the catalogue. They can however be mixed openings or nested mats, but a sheet layout is not available in this section.

To load from the catalogue, firstly ensure the first window is displayed, and click on the **Catalog** icon . A Standard Catalog window is displayed. This consists of ten pages, each able to display nine mats, so a total of ninety mats is available in the catalogue. Click on the mat required, click **OK** and the chosen mat will appear on screen.

To load onto the catalogue. Firstly produce a mat, either plain or mixed mat, or nested mat. When complete click on the word File in the Pull-down menus (see Page 8). A selection box appears, and within this click on **Create Std**. A Create Standard Files window appears, with the File Name box live and displaying **.mat.** Type in the name of the mat and click **OK**. The Create Standard Files window now disappears. Return to the catalogue, click the **Catalog** icon to see that the mat has installed. Note that the position in the catalogue is in numeric then alphabetic order.

4. Full Screen Display

The drawing or graphic of the mat or sheet takes up half of the screen. However, to view on the full screen click the arrow anywhere on the graphics window, and the title box **Graphic Window** will become live, and turn blue (usually blue, but dependant on the setting of your computer). Press the **Page Up** key on the keyboard, and the Graphics Window will take up the whole screen. No work can be done in this condition, it is simply to give the user a larger look at the mat. To return to the normal screen press the **Page Down** key on the keyboard. Click anywhere on the right hand side of the screen to bring that side live again.

5. Manual Control Box

The main use of the Manual Control Box is as an engineering test tool. It is not for use to cut mats, but can be used to position the blade for depth adjustment. To use it click on the **Jog Machine** icon . A Jog Machine window appears, click on **OK** to make the Manual Control Box visible. Only one axis at once can be moved, **X+** or **X-**, **Y+** or **Y-**, the head can be rotated **X/Y** and the blade **Up/Down** operated. To make X and Y movements faster press and hold the **Fast** button. To finish using the Manual Control Box, press the **Quit** button, which is the only way to escape from the Manual Control Box.

6. Random Stop

During the course of cutting out a sheet you may want to halt the machine, and then restart and continue from where you left off. In this case press and hold down the **Fast** button of the Manual Control Box. At the end of its current move the machine will stop, and show a **Paused** window. Click **OK** and the machine will continue cutting. This is useful in order to clear debris off the sheet such as the waste from V groove cut outs, etc. It can also be used to change a blade in mid sheet, but the machine must be brought to a halt at the correct position to remove the blade holder.

7. Change Blades

Click on the **Change Blade** icon and a Change Blade window appears. Click **OK** and the machine will set itself in the correct position for the removal of the bevel blade holder. After changing the blade holder, the screen will be asking if you wish to initialise the machine. Click OK, and the machine resets itself and also is in the correct position for the removal of the vertical cut blade. Change the blade holder, and you are ready to resume production with two new blades.

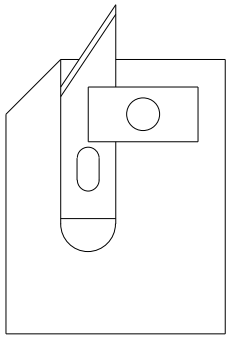
When replacing blades in the holders, note the following.

For the vertical cut blade holder, release the countersunk screw holding the blade clamp, and remove the blade. Replace with a new one, and tighten the blade clamp. Ensure that the blade is pushed fully up to the end stop.

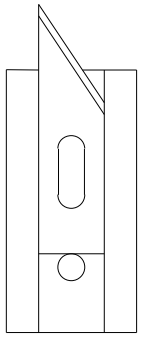
Similarly with the bevel blade holder release the clamp, but this must be completely removed, as the screw has to pass through the slot in the blade.

Again ensure that the replacement blade is pushed up to the end stop. The direction which the blades point is critical, the diagrams below show the correct way

Vertical blade



Bevel blade



8. Relative

In the first window, under the heading Mat Design is a button named **Relative**. This has not yet been explained in this manual.

The **Relative** button is usually not live, this is shown by the fact that it is grey, and is only live when it turns black.

It will turn black when the **Next** button is clicked, so it follows that only when more than one opening is required does the Relative button become useful.

There follows an example of a mat cut using the **Relative** button -

Produce a mat with the following dimensions:
Outside width 250 height 350.
Opening 1 - rectangular width 150 height 200.
Click on **Centred in Y** and set the Top to 50.
Click the **Next** button. Note **Relative** turns black.
Opening 2 - rectangular width 120 height 20.
Click the **Relative** button. A Relative Input window appears.

Opening 2 is live at present and can be positioned relative to Opening 1 in either X or Y direction.

In this example X is central and will remain, so that the left column of the Relative Input window can be ignored. Tab and the **Y** column becomes live. Type in **1** and tab. We wish to place Opening 2 outside Opening 1 so click on **Outside Y** and the black dot moves to this position. Double click in the **Btm** box and type in 30 and tab. Opening 2 now moves to 30 mm from Opening, at the bottom, and outside Opening 1. This mat is a typical opening with a title box. Click **OK** to come out of Relative Input window.

We will show one more example of Relative and then with practice the user can make up his own patterns.

Start a new mat.

Outside width 350 height 450.
Opening 1 rectangular width 150 height 120
Position this opening Left 50 and Top 50

Click **Next**

Opening 2 rectangular width 80 height 150

Click **Relative**. In the left **X** column type **1**, in the **Rel to Opg #** box and tab. Choose **Inside X** then double click **Right** box and type in **0** and tab.
The right hand edge of both openings will align.

In the right **Y** column type **1** in the **Rel to Opg #** box and tab. Choose **Outside Y**, then double click **Btm** box and type in **50** and tab. Opening 2 moves to 50 mm below Opening 1. Click **OK**.

Click **Next**

Opening 3 rectangular width 60 height 250.
Click **Relative**. In the left **X** column type **1**, tab. Choose **Outside X** and in the **Right** box type **50** and tab.

In the right **Y** column type **2** and tab. Choose **Inside Y** and in the **Btm** box type **0** and tab. This will position Opening 3. Click **OK**. Note that you can align an opening with different previous openings in X and Y.

Using the above examples as a guide practice for yourself to fully understand this facility.

9. Rectangular Array Mat

To produce a mat with a rectangular array of openings follow this example -

Click on the **New** icon and begin a new mount.
Outside width 405 height 380.
Opening 1 rectangular, width 80 height 100.
Position the opening at 20 from the left and 20 from the bottom. Click on the **Rectangular Array** icon and a Rectangular Array window appears. Double click on the **No in X** box and type in **4** and tab. Type **3** in the **No in Y** box and tab. Type **15** in the **X Gutter box**, tab. Type **20** in the **Y Gutter** box. You will see the mat that has been produced and note that any variation in sizes and numbers in X or Y is possible. Click **OK** to confirm.

The number 1 opening is highlighted and is the live opening. Click on any other opening and that will highlight and become live. Each opening can be worked on individually. Follow the example below, and then work out your own to your specification.

Click in Opening **6**. Click on **Rectangular** and the selection box opens. Click on **Elliptical** and Opening 6 changes to an ellipse.

Click in Opening **8**. Click on **More**. Click on **Plain**, and the selection box opens. Click on **Stepped** and tab. Type **10** in **X Step # 1** box and tab. Type **10** in **Y Step # 1** box and tab. Click on **All** and Opening 8 shows stepped corners. Click **OK** to confirm.

Click in opening number **10** which will highlight. Place the arrow back in Opening **8** and click the right mouse button. Opening 10 takes on the character of Opening 8. This can be repeated with any opening. Click on Opening **12**. Place the arrow in Opening **6** and click the right mouse button. Opening 12 becomes like Opening 6.

This mat can now be used as normal, and either saved to disk as a **.mat**, automatically fill a sheet and save to memory as a **.lay**, or create a std., where the mat will be listed in the Catalog.

10. User Design

Also known as **ODF** (Open Data Format) the user design holds a number of standard patterns which are not regular mat openings. These patterns are designs such as candles, squiggle, leaf, etc. They are usually used to decorate a mount, not to provide the main opening. To operate User Design follow the example given below.

Click on the **New** icon and produce a mat width 350 height 450.

Opening - click on the next to the word **Rectangular** and open the **Aperture Catalogue**. An Icon depicting a Teddy Bear is used as the opening into User Design.

Double click the Teddy Bear icon. A User Design window appears. Click on Browse and the Load User Design window appears. A list of the .odf files is shown in alphabetical order. The down arrow can be used to view the whole list. Click on **Candles.odf** then click **OK**. The candles are shown in the centre of the mat.

If you wish to increase or decrease the size of the candles, under **Scale** double click the X box. Type in 1.5 and tab. This will increase the size by 1.5 times in X and Y directions. However if you wish only X direction to change, then click on the word **Locked** which will remove the nd X or Y can be scaled independently. Clicking on the word **Locked** again will restore the nd the scale set in the X box will be restored to both X and Y, if Y had been different.

As we do not wish to rotate the candles, click the **OK** button to return to the first window. Set the position of the candles at 25 Left and 50 Btm. Click **Next**. Click **Rectangular**. Click **User Design**, Click **More**, Click **Browse**. Use to find **Squiggl2.odf**, click on it, click **OK**.

The scale of this image is all right, but as we are going to position it in the top left corner we first need to rotate it through 180° Click on **180**, click **OK**. Set the position to 25 Left, 25 Top.

Click on **Next**. Follow the same instructions as above to bring Squiggl2.odf onto the screen again. This time rotate it through 90°, click **OK**, and position it 25 Right and 25 Top. As with other examples, practice with your own sizes and **.odf** files.

11. Create your own .odf

This can be quite difficult, and needs careful planning before starting. Begin with a fairly simple design, and draw it out, preferably on a sheet of graph paper.

All the start and end points of each line must be noted, plus the centre point of a radius and entered into the computer using the following format.

Path, Cut, Start X, Start Y, End X, End Y, Centre X, Centre Y.

The first of these, Path, will be one of the following -

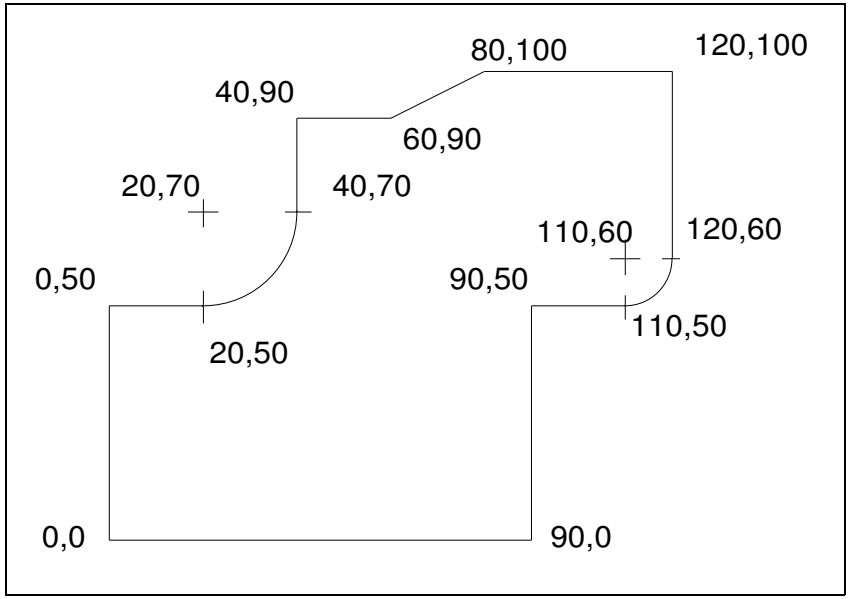
0 - Move
1 - Line
2 - Clockwise arc
3 - Anticlockwise arc

The second, Cut, will be one of the following -

0 - No cut
1 - Bevel cut
2 - Vertical cut
3 - V-groove

Take the example drawn below. Note that the start point is 0,0. It has straight lines, plus a clockwise arc plus an anticlockwise arc. The end point in X and Y is always the start point for the next line. The final end point is back to 0,0. A name must be chosen for this shape, and when entered must be followed by .odf.

User Design Example



The data for this shape is

1,1,0,0,0,50
1,1,0,50,20,50
3,1,20,50,40,70,20,70
1,1,40,70,40,90
1,1,40,90,60,90
1,1,60,90,80,100
1,1,80,100,120,100
1,1,120,100,120,60
2,1,120,60,110,50,110,60
1,1,110,50,90,50
1,1,90,50,90,0
1,1,90,0,0,0

There are a few ways to input this, the one chosen for this manual is via MS DOS. The directory in which an **.odf** resides in the User Design Directory is **C:\trucut\user** (see Page 19).

Exit the Trucut program by clicking the **Exit** icon .

Enter into MS DOS. In Windows 95, click **Start**, click **Programs**, slide arrow to the right and click **MS DOS prompt**, usually third from bottom. If only a small window shows click to enlarge to full screen.

Screen shows
C:\Windows>

Type in cd \Trucut\User press enter

Screen shows
C:\Trucut\User>

Type in **edit name.odf** press enter
(note: name means any name or number of your choice)

A blank screen appears, with the cursor flashing top left. Type in fully the data shown for the shape required. After the last number in the line do not add a comma, but press enter.

When completed click on the word **File**, click on **Save**. Click on **File**. Click on **Exit**.

Screen now shows
C:\Trucut\User

Type **exit** and enter and screen returns to Windows 95 start. Double click **Trucut** and start the program. Enter a mat width 200 height 200.
Click **Rectangular** to open the selection box. Click **User Design**, click **More**, click **Browse**, find and click **name.odf**, click **OK**. The shape just input will appear in the centre of the mat.

This option requires practice and patience, but there is no limit to the variety of shapes that can be produced by this method.

Languages.

Machines which have the program version GUI 4.04 or higher, (see Help - page 30) are supplied with three languages. These are English, Deutsch and Francais.

Also provided to the user is the ability to edit these languages, or to produce a new language.

Firstly, to set the machine to work in Deutsch.

Click on **Set-up**
Click on **Start-up File**. In the language box double click to turn it blue and type in Deutsch. Click **OK**. Close the program down using the exit icon , then restart the program and it will start up in the Deutsch (German) language.

Go through the same routine for Francais (French) or English.

The ability to choose a certain language is provided by the adition of three files in the Trucut folder, which refer to the particular language.

Look in Windows Explorer, in the Trucut folder and in the Contents of C:\Trucut you will find:

Deutsch.btn
Deutsch.cde
Deutsch.msg

Which all refer to the German language. Also you will find

English.btn
English.cde
English.msg
Francais. btn
Francais. cde
Francais.msg

Which refer to the English and French languages.